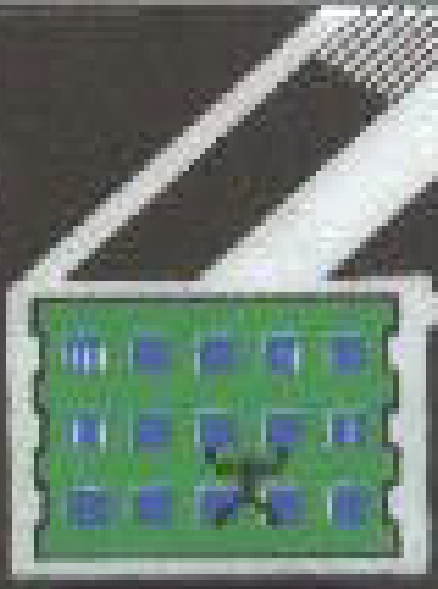
CRAZY CLIMBER



Crazy Climber
Game Instructions
MG-325

CRAZY CLIMBER

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Climb your way to the highest score.

[Crazy Climber screen shot]

Every step you climb earns points. But be careful of the falling objects and the closed-windows. If you are hit, you will fall down and you get only five men in your team.

1. GAME OBJECTIVE

The main objective of the game is to score points by climbing the building while at the same time avoid being hit by falling objects. A climber will fall if he is hit by a falling object, or climbs into a closed window. 5 climbers are available in each game and there are 4 levels of difficulties.

2. GETTING STARTED

Plug in the antenna cable and AC adapter plug of the Master Console in accordance with the instructions given in the Master Console Instruction Manual (MPT-03).

a) INSERT CARTRIDGE

Slide the power switch of the Master Console to the OFF position. Hold the cartridge with the slots facing the player and insert into the cartridge opening.

[Picture showing proper insertion of cartridge]

Note: The Console should be switched OFF when inserting/removing the cartridge to avoid damage to the Master Console and the cartridge.

b) HAND CONTROLLER

Only the right controller is used and the keys on the keypad are functionless. The joystick controls the movement of the climber. Do not move your joystick too fast. Small movement is advisable, and over-moves will cause unexpected movements.

[Picture showing joystick and movement directions]

c) GAME VERSIONS
There are 4 levels of difficulty of the game.
Level 1: This is the basic level comprises of a brown building. The windows are opened and closed gradually at random.
The colour of the window indicates whether it is opening (yellow) or closing (green). A closing window will shut the climber off and cause him to fall down. The space between windows are "Danger" level, which a climber can be hit by falling objects. However, if a climber is at the window level ("safe" level), he can be sheltered from the falling objects and avoid being hit.

Level 1, 3
[Four pictures showing opened and closed windows]

Level 2, 4
[Four pictures showing opened and closed windows]

Opened Window | 1/3 Closed | 2/3 Closed | Closed Window

Different window structures

(Note: Window is closing when the shaded areas are green, and opening when they are yellow.)

Level 2: This is same as Level 1 except that the falling objects will be falling in a wriggling manner, and therefore more difficult to avoid being hit by them.
Level 3: There are no "safe" levels. The whole building is dangerous and every position can be hit by falling objects.
Level 4: Same as level 3 except the falling objects are wriggling.

Note: The building in level 3 and 4 are green in Colour to distinguish from level 1 and 2.

3. START TO PLAY

a) Switch on the Master Console and press CLEAR.
You will receive a greeting from the screen.

[Crazy Climber screen shot- Score Screen]

b) Press GAME START button. The screen will indicate level 1 of the game is being selected. You can select other levels by pressing button A until the desired level is reached.

c) Press GAME START button again. The game begins with the climber automatically climbs up the building 5 steps and stays there. From then on, it is you to control the movement of the climber. Your score is displayed on the top of the screen and the number of climbers left is displayed on the left of the screen.

4. RULES OF THE GAME

a) Move the joystick to climb up the building and sideways to avoid being hit by falling objects.

b) Avoid climbing up the closed-windows, for they will cause your climber to fall.

c) Once a climber is being hit or climb into a closed-window, he will fall down and a second climber will automatically enter the building. There are 5 climbers available and the game will end if all 5 climbers had fallen.

d) "Safe" levels only exist on Level 1 and 2. When the following objects are seen, no more "safe" levels are available:

i) LOOK

ii) OUT!

iii) A blue climber - When you are hit by a neon light.

[Picture of light]

Your climber will turn blue and the "safe" levels will no longer be effective. You have to stay away from falling objects until your climber turns back to black again.

iv) [Picture of three 'stars']

v) If you climb to the top of the building you can get the bonus by:
step 1: climb up to the helicopter and drive it either to the left or to the right only.
step 2: save the climbers (100 points each)
step 3: get away from another red helicopter (1 climber will be added to your team if there is no helicopter accident).

5. END OF GAME

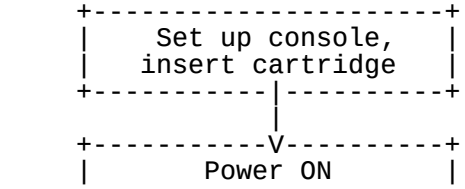
The game will be ended if all 5 climbers have fallen. The screen will immediately display your final score together with the previous highest score.

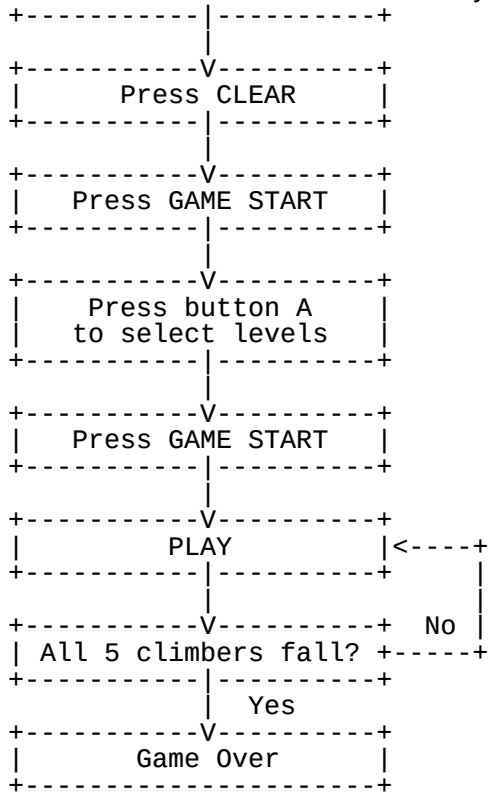
6. SELF-DEMONSTRARTION

The self-demonstration mode will be displayed if no action has been taken.

a) about 1 minutes after CLEAR button is pressed.
b) half minute after a game has ended.
c) half minute after pressing GAME START

7. OPERATION FLOW DIAGRAM





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